

How to play.

1) You can move in 8 directions. To move diagonally, press two keys simultaneously.

2) To attack, press the space key (button A). (Button B is not used.)

Cursor

Power-up

<Weapons>

Normal Weapons you have at the beginning of the game.

By the number of level-up units in your hand, the level will change.

Level 1 : 1 direction

Level 2 : 2 directions

Level 3 : 3 directions

Big Most enemies can be destroyed in one strike.

Level 1 : 1 direction

Level 2 : 2 directions

Level 3 : 3 directions

Lazer Penetrates through enemies and keeps travelling straight.

Level 1 : Short range

Level 2 : Normal range

Level 3 : Long range

Splash Bounces on the wall except for level 1.

## STORY:

Supernova <URD>, its bronze radiance was the terror of the whole universe.

Universe was repeating the permanent movement of explosion, diffusion and contraction. At the time of the Creation, an intense battle of anti-extinction was fought between Matters and Anti-matters destroying each other. Matters which had managed to supersede Anti-matters created the Cosmos and were enjoying peace.

However, a remnant of Anti-matter survived in a remote boarderland like a cunning devil deceiving the eyes of God. Anti-matters have been bringing up a mysterious anti-matter life deep underground of a star they had made.

That star is no other than the <URD>.

The intrigue of Anti-matter is to spread out anti-matter life in the Cosmos to generate confusion of anti-extinction in each area of planets reducing the Cosmos to a chaos and to Re-create the Universe depriving it from our hands.

Little measures were left with us to counter the attack of Anti-matters. An assault of <URD> will lead to an anti-extinction and will result in distruction of Cosmos by playing into the hands of them.

Is there no other way to destroy <URD> without causing



destruction of our Cosmos?

The last resort we had was <ANDROGYNUS>.

<ANDROGYNUS> is an anti-life matter cultured from a flesh of an anti-life flown from <URD> which had caused anti-extinction, and antiproton and antineutron in an anti-matter environment prepared in a nuclear reactor. This is a formidable fighting machine with an attacking instinct of destroying anti-life matters being imprinted in the brains.

Several problems are to be solved to put this into practical use. The most critical ones are the following two.

1) A possibility of destroying itself if the vector of attack instinct to destroy anti-life is directed to itself. Even if it does not destroy itself, it can become a threat to us by assimilating itself to a throng of anti-life turning itself to the fiercest weapon against us.

2) The power of anti-life is unknown. The offensive power of <ANDROGYNUS> could be insufficient.

Two measures were taken to counter these problems.

1) To prevent it from having a consciousness of being an anti-life matter, imprint human consciousness and memory.

2) In order to increase the offensive power, expedite development of powerful weapons and supply them one after another.

<ANDROGYNUS> is setting out to <URD> holding the fate of the vast Cosmos with it.

Can <ANDROGYNUS> save us from destruction?

Can we regain peace in our hands?

How to start the game.

1) Set the ROM cartridge to your PC unit and put the power on.

2) Opening visual will start.

If you want to start the game immediately, push the space key (button A).

3) If you want to suspend the game, press F1 key.

To resume the game, press F1 again.

4) If you want to resume the game from where the previous game was over, press F2 key before the end of the music of game-over. The game can't be saved.

5) If F5 key is pressed while the opening title music is playing, it will bring up a music mode and you can hear the music which is played during games freely.

Note: The product is made exclusively for MSX2 and will not work with MSX machine. The minimum VRAM capacity required is 128K. If the capacity of your machine is not enough, use a machine with VRAM capacity of at least 128K.